



PlayStation

PAL

RAMPAGE

WORLD TOUR



PlayStation™



IT'S TIME TO BRING THE HOUSE DOWN!



PLAY ONE OF THREE COLOSSAL CHARACTERS IN THIS CHAOTIC CONVERSION OF THE '80'S COIN-OP WITH MORE THAN 150 STANDARD LEVELS, 14 BONUS LEVELS, 4 GRUDGE MATCH LEVELS AND MANY MORE HIDDEN LEVELS. A WILD SMASH'EM UP WHERE JUST ABOUT EVERYTHING IN SIGHT IS DESTRUCTIBLE. DEMOLISH BUILDINGS, SWAT DOWN AIRCRAFT, DEVOUR PEOPLE AND DESTROY ENTIRE CITIES FROM LONDON TO MEXICO. IT'S TIME TO BRING THE HOUSE DOWN!

WOLF, GORILLA ODER DINO - 3 KOLOSSALE CHARAKTERE STEHEN ZUR AUSWAHL IN DIESER VÖLLIG ABGEDREHTEN ADAPTION DES ARCADE-KLASSIKERS AUS DEN ACHTZIGERN. RALPH, GEORGE UND LIZZIE SIND JEDERZEIT BEREIT, MIT DIR DEN ZERSTÖRUNGSZUG DURCH MEHR ALS 150 STANDARDLEVEL, 14 BONUS-, 4 DUELL- UND AUßERDEM JEDE MENGE VERSTECKTE LEVEL ANZUTRETEN. EINE WÜSTE JAGD, IN DER DU ALLES ZERSTÖREN KANNST, WAS DU SIEHST: DEMOLIERE GEBÄUDE, HOLE FLUGZEUGE VOM HIMMEL, NASCH E AB UND ZU EIN PAAR MENSCHEN UND LEGE NEBENBEI DIE METROPOLN DIESER WELT IN SCHUTT UND ASCHEN.

RETROUVEZ GEORGE, LIZZIE ET RALPH LES TROIS COLOSSES QUI ONT MARQUÉ LES ANNÉES 80 ET REPARTEZ DANS UN CHAOS DE DESTRUCTION SUR PLUS DE 150 NIVEAUX, 14 NIVEAUX BONUS ET UNE MULTITUDE DE NIVEAUX CACHÉS. UNE ÉQUIPEE SAUVAGE VOUS ATTEND! DÉTRUISEZ TOUT SUR VOTRE PASSAGE: BUILINGS, AVIONS, VOITURES! RAVAGEZ DES VILLES ENTIÈRES SEUL OU JUSQU'À TROIS JOUEURS: DE LONDRES À MEXICO, LA PLANÈTE VA TREMBLER POUR VOTRE PLUS GRAND PLAISIR. POUR GAGNER IL FAUDRA ÊTRE MONS TRUËUSEMENT MECHANT

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PSIG-RAM2.2

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COMPACT
disc



For Ages - Pour Ages - Para Años - Für Jahre - For Years

3-10 X

11-14 ✓

15-17 ✓

18+ ✓



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ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice jointe



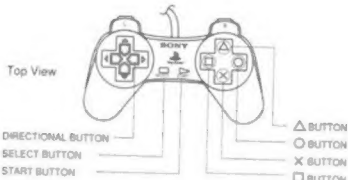
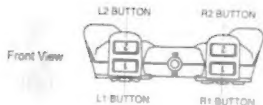
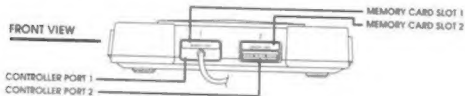
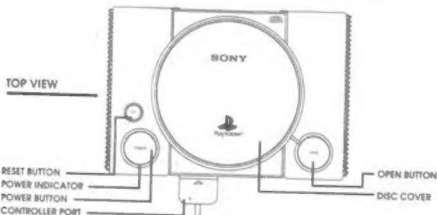


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GETTING STARTED

SET UP YOUR PLAYSTATION GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC. INSERT THE RAMPAGE WORLD TOUR DISC AND CLOSE THE DISC COVER. INSERT GAME CONTROLLERS AND TURN ON THE PLAYSTATION GAME CONSOLE. FOLLOW ON-SCREEN INSTRUCTIONS TO START A GAME. MAKE SURE THERE ARE ENOUGH FREE BLOCKS ON YOUR MEMORY CARD BEFORE COMMENCING PLAY. IT IS ADVISED THAT YOU DO NOT INSERT OR REMOVE PERIPHERALS OR MEMORY CARDS ONCE THE POWER HAS BEEN TURNED ON.



DEFAULT CONTROLS

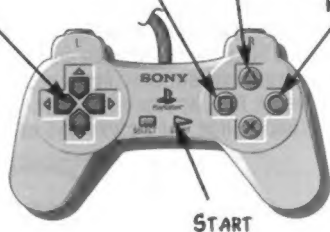
MOVE
CHARACTER
(ALL DIRECTIONS)

JUMP

PUNCH

KICK

NOTE: YOU CAN SELECT FROM FOUR OTHER CONTROLLER CONFIGURATIONS! SEE CONFIGURE CONTROLS, PG. 9, FOR DETAILS.



SPECIAL MOVES

FLIGHT

WHILE IN THE AIR, PRESS JUMP REPEATEDLY TO SUSTAIN FLIGHT.

DEFENSIVE KARATE STANCE

DEFEND AGAINST BUDDY ATTACKS BY PRESSING THE DIRECTIONAL BUTTON DOWN AND JUMP SIMULTANEOUSLY.

PRESS START TO PAUSE THE GAME. TO QUIT A GAME IN PROGRESS, PRESS START. THE CONTINUE/QUIT MENU WILL APPEAR. SELECT "QUIT", THEN SELECT "YES" TO EXIT THE GAME OR SELECT "NO" TO RETURN TO YOUR GAME.

MENU SELECTIONS

- DIRECTIONAL BUTTON UP, DOWN, LEFT OR RIGHT TO HIGHLIGHT OR CYCLE OPTIONS
- PRESS THE X BUTTON TO SELECT OPTIONS
- 4 PRESS THE ▲ BUTTON TO RETURN TO A PREVIOUS MENU.

WHAT'S THIS ALL ABOUT?

(THE STORYLINE!)

IT IS JUST BEFORE DAWN, IN THE SMALL ILLINOIS TOWN OF TOXIC HOLLOW. A DEDICATED EMPLOYEE OF SCUMLABS INTERNATIONAL, THE WORLD'S FOREMOST TOXIC WASTE RECYCLER, PLACES AN URGENT VIDEO CONFERENCE CALL TO THE HEAD OFFICE. JUST AS SCUMLABS RESEARCH TECHNICIAN DR. BETTY VERONICA BEGINS VOICING HER CONCERNS REGARDING PLANT SAFETY, AN EXPLOSION ROCKS THE BUILDING! A GARBLED E-MAIL TRANSMISSION TO THE PRESS REVEALS THAT ALTHOUGH THREE

TECHNICIANS HAVE BEEN INADVERTENTLY EXPOSED TO VOLATILE TOXINS, THE GENERAL PUBLIC IS NOT AT RISK. THE THREE TECHNICIANS, KNOWN ONLY AS GEORGE, LIZZY AND RALPH, ARE NEXT SEEN RAMPAGING THROUGH THE STREETS OF DOWNTOWN PEORIA. PEORIA??? GEORGE HAS BEEN TRANSFORMED INTO SOMETHING RESEMBLING A GIANT APE. LIZZY APPEARS TO BE A





DINOSAUR (OF SORTS) AND RALPH, WELL, RALPH IS SOMETHING OUT OF A FREDDIE KRUEGER NIGHTMARE!

THE TRIO DESTROYS ONE BUILDING AFTER ANOTHER UNTIL THE ENTIRE CITY LIES IN RUINS. THEIR APPETITE WHETTED, THE CREATURES TURN THEIR ATTENTIONS TO THE NEXT CITY ON THE HORIZON...

MEANWHILE, BACK IN WHAT'S LEFT OF THE LAB, DR.

BETTY VERONICA GRIMLY ATTEMPTS TO

DOCUMENT THE DEVASTATION. AS CITY AFTER CITY IS

CRUSHED BENEATH THEIR MASSIVE FEET (PAWS? CLAWS?),

A SUDDEN INSIGHT CAUSES VERONICA TO PHONE THE

HEAD OFFICE WITH SOME UNPLEASANT NEWS: THE

CREATURES' GOAL SEEMS TO BE TO WIPE SCUMLABS FROM THE FACE OF THE EARTH! SCUMLABS C.E.O.,

EUSTAS DEMONIC, REMAINS UNRUFFLED; EVEN SMILING

AS WORD OF THE DESTRUCTION OF THE SCUMLABS

EASTERN SEABOARD FACILITY REACHES HIS EARS.





"MAKING TOXIC WASTE PALATABLE" IS NOT SCUMLABS
ONLY BUSINESS! THERE ARE A NUMBER OF DEFENSE
CONTRACT PROTOTYPES THAT HE HAS BEEN ITCHING TO

TEST. (NOT SURPRISINGLY, HE IS ALSO RUMORED TO HAVE SOME HEAVY
UNDERWORLD CONNECTIONS.) AND SO IT GOES... THE TRIO CONTINUES THEIR
RAMPAGE. THE SINGLE MINDED (IF DIMWITTED), RELENTLESS
RAMPAGE TO RID THE WORLD OF SCUMLABS

INTERNATIONAL, VERSUS,
EUSTAS DEMONIC'S
DEADLIEST WEAPONS OF
DESTRUCTION,

WITH MANKIND SMACK
DAB IN THE MIDDLE!



MAIN MENU

BEFORE YOU GO STOMPIN' AND CHOMPIN', CHECK OUT THE FOLLOWING OPTIONS AND SET UP THE GAME THE WAY YOU WANT!

START GAME

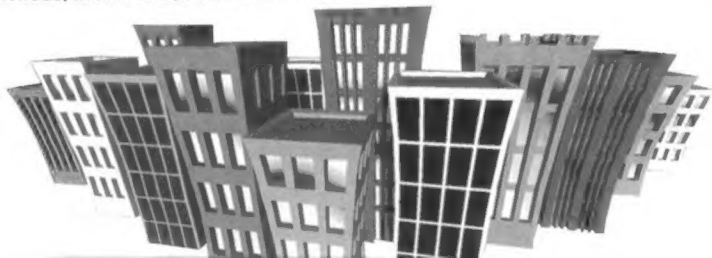
SELECT THIS OPTION TO GO STRAIGHT TO THE MONSTER SELECT SCREEN. YOUR WORLD TOUR IS ABOUT TO BEGIN!

GAME MODE

PRESS THE DIRECTIONAL BUTTON LEFT OR RIGHT TO CYCLE ONE PLAYER OR TWO PLAYERS. IN TWO PLAYER MODE, BOTH PLAYERS WILL TEAM UP TO DESTROY EVERYTHING IN SIGHT. THIS DOESN'T MEAN YOU CAN'T GIVE YOUR BUDDY A KICK OR PUNCH NOW AND THEN TO KEEP HIM ON HIS TOES!

CONTROLLER CONFIG

SELECT A CONTROLLER CONFIGURATION FOR PLAYER 1 AND PLAYER 2. SEE CONFIGURE CONTROLS, NEXT PAGE, FOR MORE DETAILS.



CONFIGURE CONTROLS

RAMPAGE WORLD TOUR OFFERS 5 DIFFERENT CONTROLLER CONFIGURATIONS TO CHOOSE FROM. THE PROCESS IS NOT ROCKET SCIENCE, BUT WE'LL GO THROUGH IT ANYWAY. PRESS THE **DIRECTIONAL BUTTON LEFT OR RIGHT** TO CYCLE THE CHOICES. WHEN YOU FIND THE CONFIGURATION YOU LIKE, PRESS THE **X BUTTON**. OK, YOU'RE GOOD TO GO!

SFX VOLUME

IF THE SCREAMS OF TERRIFIED, INNOCENT CITIZENS GETS TO YOU, PRESS THE **DIRECTIONAL BUTTON LEFT OR RIGHT** TO REDUCE OR INCREASE THE SOUND EFFECTS VOLUME.

MUSIC VOLUME

AND, IF THE SCREAMS OF THE TERRIFIED POPULATION ARE TOO MUCH TO TAKE, YOU CAN ALWAYS DROWN THEM OUT WITH MUSIC. YEAH! PRESS THE **DIRECTIONAL BUTTON LEFT OR RIGHT** TO REDUCE OR INCREASE THE MUSIC VOLUME.

NOTE: IF YOU HAVE A MEMORY CARD INSERTED IN YOUR PLAYSTATION, YOUR MODIFIED CONTROLLER CONFIGURATION CAN BE AUTOMATICALLY RESTORED FOR THE NEXT TIME YOU POWER UP AND PLAY THE GAME. COOL! SEE MEMORY CARD, NEXT PAGE..



MEMORY CARD

USE YOUR MEMORY CARD TO SAVE OPTION CONFIGURATIONS AND YOUR GAME IN PROGRESS.

AUTO SAVE

DEFAULT IS DISABLED. SET THIS OPTION TO ENABLED TO LET THE GAME AUTOMATICALLY SAVE YOUR ACHIEVED LEVEL AND YOUR OPTION CONFIGURATIONS. GAMES ARE SAVED AT THE END OF A COMPLETED LEVEL. AUTO SAVE MUST BE ENABLED TO SAVE A GAME.

RESTORE OPTIONS

THIS OPTION RESTORES YOUR CONFIGURATION AND HIGH SCORES FROM THE MEMORY CARD.



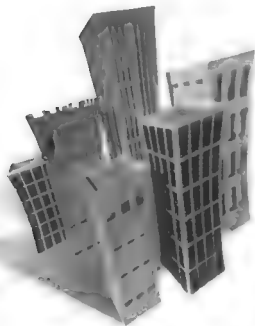
SAVE OPTIONS

AFTER YOU'VE SET THE GAME'S OPTIONS THE WAY YOU WANT, YOU CAN SELECT THIS OPTION TO MANUALLY SAVE THEM TO YOUR MEMORY CARD. HIGH SCORES ARE ONLY SAVED WITH SAVE OPTIONS OR DURING AUTO SAVE ON THE TOWN NAME SCREEN.

RESTORE GAME

SELECT THIS OPTION TO RESTORE YOUR GAME. WHEN YOU ENABLE THE AUTO SAVE OPTION, THE GAME WILL SAVE YOUR LAST COMPLETED LEVEL.

NOTE: DO NOT REMOVE OR INSERT A MEMORY CARD DURING A LOAD OR SAVE OPERATION.



CHARACTER SELECT

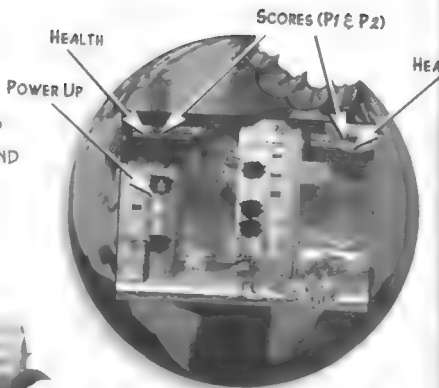
PRESS THE D-PAD LEFT OR RIGHT TO HIGHLIGHT ONE OF THE 3 HAPPY MONSTERS. AS YOU HIGHLIGHT CHARACTERS, THEIR GOOFY FACES WILL APPEAR ON SCREEN. WHEN YOU'VE FOUND THE CHARACTER YOU WANT, PRESS THE X BUTTON TO SELECT.

AFTER YOU'VE SELECTED YOUR MONSTER, THE CITY SCREEN WILL APPEAR. IT WILL SHOW THE NAME OF THE CITY YOU NEED TO DESTROY ALONG WITH ANY OTHER SPECIAL INFORMATION YOU NEED TO KNOW BEFORE YOU CAUSE \$MILLIONS\$ IN DAMAGE!

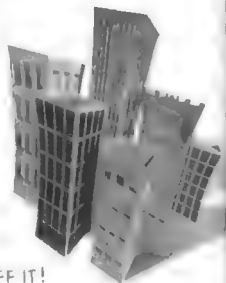


THE MADNESS!

THE MAIN GAME SCREEN INFORMATION IS SIMPLE TO VIEW WHILE YOU DESTROY AND EAT. A SCORE AND HEALTH BAR ARE DISPLAYED ON SCREEN FOR EACH MONSTER. AS YOU



GET PUMMELED BY
BULLETS AND
OTHER DANGEROUS
PROJECTILES, YOUR
HEALTH WILL DIMINISH. TO
BOOST YOUR HEALTH,



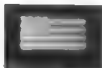
CONTINUE TO CHEW UP INNOCENT, RUNNING, SCREAMING
CITIZENS. BUT REMEMBER, SOME THINGS COULD MAKE YOU PUKE
OR DAMAGE YOUR HEALTH, SO BEFORE YOU EAT IT, SNIFF IT!



POWER UPS



MORE TIME



WORLD TOUR



HOT LOOGIE



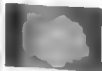
DEATH BREATH



MEGA FOODS



SECURITY BONUS



MORE POWER





HINTS



- ✓ GOOD FOOD RESTORES HEALTH.
BAD FOOD MAKES YOU PUKE.
LOOTING EARNS POINTS!
- ✓ LOOK FOR FOOD BEHIND OPEN OR
UNUSUAL WINDOWS.
- ✓ MOST SCUMLABS ARE ABROAD.
SPIN FLAGS FOR WORLD TOUR.
- ✓ EAT PURPLE OOZE TO MUTATE.
- ✓ LET FIRES BURN DOWN
BUILDINGS FOR YOU.
- ✓ KEEP OUT OF DEEP WATER.
- ✓ HOLD DOWN AND JUMP BUTTON TO
BLOCK PLAYER ATTACKS.
- ✓ HIT KICK BUTTON TO USE BONUS
POWERS.
- ✓ HOLD DIRECTIONAL BUTTON DOWN AND
HIT JUMP TO ROOFTOP STOMP.
- ✓ TAPPING JUMP WHILE IN THE AIR WILL
SLOW YOUR DESCENT.
- ✓ PUNCH LIKE MAD TO WIN A GRAPPLE!



CAST OF CHARACTERS



GEORGE, LIZZY & RALPH.
THE HEROES OF THIS SAGA!



DR. BETTY VERONICA.
THE SCIENTIST SEARCHING
FOR THE TRUTH!



"V.E.R.N."
VIOLENT, ENRAGED AND
RADIOACTIVE NEMESIS!



"BEELZEBORG"
SCUMLAB'S "URBAN
PACIFICATION" DREADNOUGHT!



"FLYING TOASTERS"
THE SCUMLAB "AIRBORNE
ASSAULT" SQUADRON!



EUSTAS DEMONIC.
GREEDY SLEAZEBALL WITH
UNDERWORLD CONNECTIONS!



DESTRUCTION POINTS

EACH TIME YOU DESTROY A CITY, THE SCORING SCREEN WILL BRIEFLY APPEAR WITH AN UPDATE OF YOUR MONSTER'S DESTRUCTION POINTS. SCORES ON THE CHALKBOARD ARE ACCUMULATED AND GIVEN IN THESE FIVE CATEGORIES:

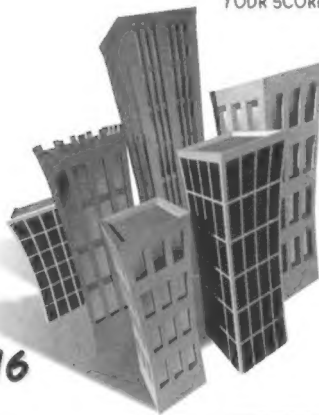
PROPERTY DAMAGE - YOUR DAMAGE POINTS ARE MULTIPLIED BY 100 AND ADDED TO YOUR SCORE.

PEOPLE - THE MORE PEOPLE YOU EAT, THE HIGHER YOUR SCORE. PEOPLE POINTS ARE MULTIPLIED BY 200 AND ADDED TO YOUR SCORE.

FOOD - WHEN YOU MANAGE TO EAT SOME REAL FOOD, YOUR FOOD SCORE WILL BE MULTIPLIED BY 500 AND ADDED TO YOUR SCORE.

VEHICLES - DESTROY VEHICLES AND YOUR SCORE WILL BE MULTIPLIED BY 1000 AND ADDED TO YOUR TOTAL.

BUDDY BASHING - IF YOU HAVE ANY SPARE TIME WHILE SMASHING CITIES, GIVE YOUR BUDDY A SMACK OR TWO! IT'S NOT WORTH ANY POINTS, BUT AT LEAST YOU CAN BRAG A BIT IF YOU HIT HIM MORE THAN HE HITS YOU.





IT'S TIME
TO BRING THE
HOUSE DOWN!

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